



NTSC U/C

PlayStation®

EVERYONE



SLUS-01334



CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN X5 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2001 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

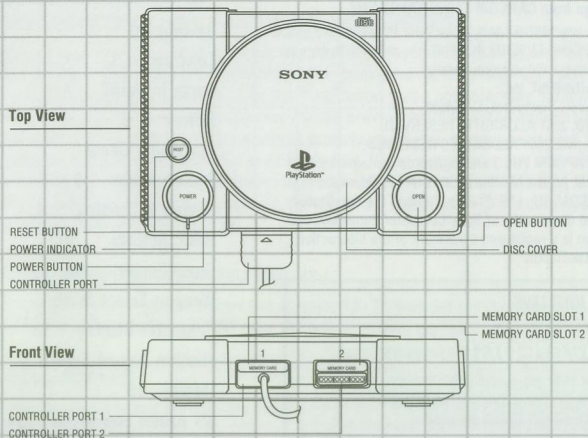
Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

REGISTER ONLINE AT WWW.CAPCOM.COM

CONTENTS

Setting Up	2
Controls	3
Earth in Peril!	4
Heroes	5
Starting a Game	7
Option Mode	9
Saving & Loading	9
Basic Actions	10
Game Screen	12
Weapon Select Screen	13
Character Display	13
Mission Report Screen	14
Items	15
X's Armor Power-Ups	16
Zero's Special Attacks	17
Boss Characters	18
Ride Armor/Ride Chaser	22
Strategy Tips	23
Capcom Edge	24

SETTING UP



PLAYSTATION GAME CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

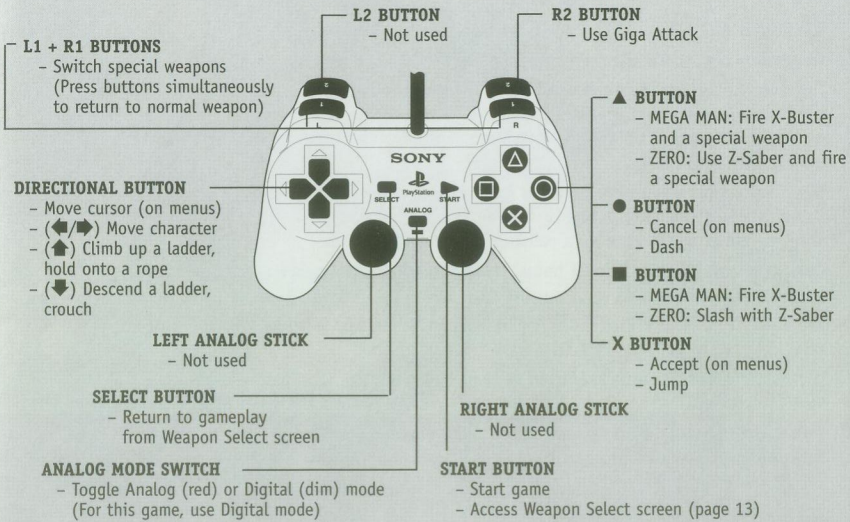
Insert the **MEGA MAN™ X5** disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.)

See page 9 for more information on saving game data.

CONTROLS



- These are the default button assignments. To change them, use the Button Config option from Option mode (page 9) or the Weapon Select screen (page 13).
- You can turn the DUALSHOCK™ analog controller vibration function ON/OFF from the Button Config option.

- Press the SELECT and START buttons simultaneously to reset the game and return to the Title screen.
- When playing on PlayStation 2, set the PlayStation Driver Texture Mapping to Standard.

EARTH IN PERIL!

The year is AD 21XX ...

The galaxy is at peace after centuries of fighting the Reploid Wars ...

The moon is the center of a swarm of orbiting space colonies.

The largest, a massive colony named Eurasia, is undergoing extensive renovation to make it the most colossal and most advanced of all the orbiting outposts.

When an unknown evil force occupies Eurasia, the peace collapses! Eurasia's artificial gravity device is wrecked. The colony spins out of orbit, and is now headed on a collision course toward Earth!

The outpost will hit Earth in 24 hours. If they collide, Earth could be totally destroyed. It could even vanish!

The only way to shield Earth is to deploy Enigma, an ancient particle cannon left over from the Reploid Wars.

The future of the planet is entrusted to Mega Man and Zero. Can they save the planet?

Collect the parts to restart Enigma and halt the hurtling space outpost Eurasia before it annihilates Earth!

NEW IN MEGA MAN X5!

- ▶ Mega Man X and Zero are both playable characters. You can choose either character at the beginning of every stage.
- ▶ Game events and endings vary depending on how fast you complete a stage.
- ▶ When you defeat a boss character, you get special parts that you can use and combine to create new weapons and parts.

HEROES

MEGA MAN X

Mega Man X is a Reploid leader of the 17th Unit. Although as a Hunter he is ranked Class B because he dislikes combat, he actually has ferocious fighting ability.



SIGNAS

When the previous general of the Hunters resigned to take command of the Reploids War, Signas was selected for the general's post. Although his fighting abilities have not yet reached their peak, he has the most precise CPU of all existing Reploids.



ZERO

Zero is the leader of Zero Unit and a Special Class A Hunter. He is always cool-headed and accomplishes his mission without the slightest hesitation.



ALIA

Alia started out as a researcher in Reploid engineering. She has mastered all programming languages and has extensive technical knowledge. She has been chosen as a navigator for the Hunters.



DOUGLAS

Douglas is a mechanic who makes and maintains everything for Hunters from weapons and vehicles to facilities. He makes power-up parts for Mega Man X and Zero.



DYNAMO

Dynamo is a mercenary hired by an unknown agency. Though he is a trouble-maker, his skills as a Hunter are higher than Special Class A. He hangs around with Mega Man X and Zero to bother them.



LIFESAVER

Lifesaver supports Hunters by doing maintenance on them and developing virus vaccines. He is suspicious of Zero's vaccine reaction.



STARTING A GAME

GAME START

Press the START button in the Title screen and the Mode Select screen will appear. Highlight a game mode by pressing the Directional button $\blacktriangle/\blacktriangledown$ and confirm with the START or X button.

- ▶ **GAME START** – Start a new game.
- ▶ **CONTINUE** – Play on a previously saved game, starting from the point where you saved (page 9). Insert a MEMORY CARD containing saved game data into MEMORY CARD slot 1 before continuing.
- ▶ **OPTION** – Adjust various settings (page 9).
- ▶ **TRAINING** – Practice the controls in a training stage, using X or Zero to defeat a boss character.



PLAYER SELECT

After selecting GAME START, choose MEGA MAN X or ZERO as your character. Each character has different abilities. The story is the same no matter which character you choose.

- ▶ Mega Man X can use Force Armor from the beginning, but he cannot use Z-Buster.
- ▶ Zero can use Z-Buster but not Force Armor.



STAGE SELECT SCREEN

There are three options in the Stage Select screen; STAGE SELECT, PLAYER SETUP and WEAPON SETUP. Toggle between the modes with the L1 and R1 buttons. (Turn to page 8.)



STAGE SELECT

After completing the opening stage, you can choose from 8 stages. Choose a stage and then choose your character, Mega Man X or Zero.

PLAYER SETUP

In DNA SELECT (page 14), you can equip power-up parts (page 15). The number and type of equippable parts vary depending on the armor.

- ▶ Choose a character to equip a power-up part.
- ▶ Choose a part to equip from the Parts Panel (A). The part chosen is displayed in the Part Panel (B).
- ▶ To unequip a part, choose the part again.



WEAPON SETUP

Check the completion rate of restoration of Enigma (mission 1) and Shuttle (mission 2). Or you can fire a weapon toward the colony.

LOOK AT WEAPON – Check the completion rate of a weapon's restoration. In order to restore it, you must acquire items in each stage.

- ▶ **ORIFALCON** – Enhances Enigma's armor and stability.
- ▶ **ORBITER ENGINE** – Increases Shuttle's speed.

DISCHARGE WEAPON/SHUTTLE – Discharge a weapon or shuttle toward the colony. The higher the weapon's completion rate, the more likely it will succeed. Remember: You can discharge a weapon at any time, but whether it succeeds or not makes a big difference to your game. Think it over!



OPTION MODE

To enter Option mode, choose OPTION in the Title screen. Press the Directional button $\blacktriangle/\blacktriangledown$ to choose and option and $\blacktriangle/\blacktriangledown$ to change the setting. Press the X button to confirm.

- ▶ **GAME LEVEL** – Adjust the difficulty level.
- ▶ **GAME SPEED** – Adjust the game speed.
- ▶ **BUTTON CONFIG** – Change the button assignments. When AUTO CHARGE is on, your shot is automatically charged when the Attack button ($\blacksquare$ button default) is pressed (Mega Man X only). When RAPID FIRE is on, you can shoot rapidly by holding down the Attack button. You can also turn the DUALSHOCK™ analog controller vibration function ON/OFF.
- ▶ **SOUND MODE** – Choose STEREO or MONAURAL depending on your speaker.
- ▶ **SOUND TEST** – Sample game music.

SAVING & LOADING

SAVING GAME DATA

Saving game data requires 1 free block in your MEMORY CARD. Make sure to insert the MEMORY CARD into the MEMORY CARD slot 1 before starting the game. When you complete a stage, select SAVE SLOT 1 in the Mission Report screen (page 14) to save your game progress and Option mode settings. You can save up to 8 files.

LOADING GAME DATA

You can load previously saved game data to continue play from the point where you saved. Choose LOAD FROM MEMORY CARD in the Continue screen (page 7) to display the Load Data screen and select the saved game you want to play.

IMPORTANT: Do not remove your Memory Card or reset or turn off your PlayStation game console while saving or loading. Doing so may destroy your save data.

BASIC ACTIONS

MEGA MAN X

X-BUSTER – Press the Attack button (■ button default) to fire. Hold the button for a while and release to fire a charge shot.

SPECIAL WEAPON ATTACK – Press the Special Weapon button (▲ button default) while a Special Weapon is equipped to use it.

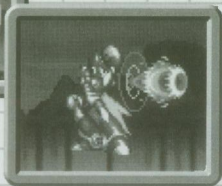
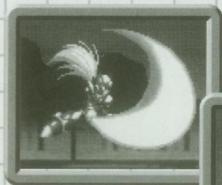
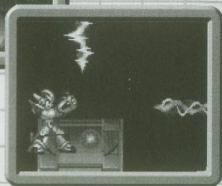
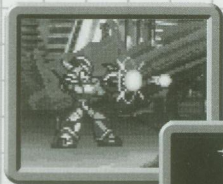
ZERO

Z-SABER – Press the Attack button (■ button default) to slash. By repeatedly pressing the button with the correct timing, you can perform a powerful combo.

Z-BUSTER – Press the Special Weapon button (▲ button default) while on the ground to fire.

MEGA MAN X AND ZERO

AIR DASH – Press the Dash button (● button default) or quickly press the Directional button ◀/▶ twice while in the air.



HOLDING ON TO A ROPE – Press the Directional button ▲ near a rope. While holding onto a rope, you can move with the Directional buttons. Press the Jump button (X button default) to get off a rope.

WALL KICK – Hold a Directional button toward the wall and press the Jump button (X button default).

DASH – Press the Dash button (● button default) on the ground or quickly press the Directional button ◀ or ▶ twice.

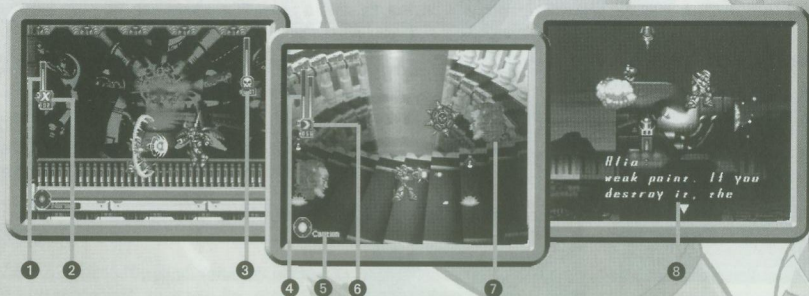
CROUCH – Press the Directional Button ▼ on the ground. While crouching, you can perform a crouching attack.

JUMP – You can jump higher by holding the Jump button (X button default) longer.

DASH JUMP/DASH WALL KICK – Jump longer than a normal jump by pressing the Jump button (X button default) during a dash, or simultaneously pressing the Dash (● button default) and Jump buttons when performing a Wall Kick.



GAME SCREEN



- 1 LIFE ENERGY GAUGE – Your character's remaining energy.
- 2 REMAINING CHARACTERS – Your number of remaining characters.
- 3 BOSS ENERGY GAUGE – Boss character's remaining energy and level (appears only when you're fighting a boss character).
- 4 WEAPON ENERGY GAUGE – Remaining energy of the weapon currently in use.
- 5 VIRUS GAUGE – When your character is caught by a Sigma Virus, he takes virus damage and then recovers after awhile.
 NORMAL = Normal condition CAUTION = Slightly damaged DANGER = Severely damaged
 VIRUS = Infected by virus. While this condition lasts, Mega Man X loses vitality gradually. Zero becomes invincible.
- 6 WEAPON ICON – When a Special Weapon is used, the weapon icon and remaining energy is displayed.
- 7 SIGMA VIRUS
- 8 ALIA'S MESSAGE – Alia gives you support messages at certain points in the game.

WEAPON SELECT SCREEN

Press the START button during gameplay to access the Weapon Select screen. The Special Weapons and Special Attacks you have acquired are displayed on this screen.

CHARACTER DISPLAY

PLAYER INFO – Number of remaining characters, life, current Hunter rank, Power-up Parts equipped and sub-tanks you have are displayed. Select a sub-tank and press the X button to use it.

COMMAND ICONS

- ▶ RETURN – Return to the game.
- ▶ EXIT – Exit a stage you have completed.
- ▶ ADJUST – Display Adjust screen.
- ▶ BUTTON CONFIG – Change button assignments.

MESSAGE WINDOW – X's weapon descriptions, Zero's special move commands, etc. are displayed.



X DISPLAY

The weapons you have acquired are displayed. By pressing the Directional button, you can put the cursor on a weapon to see its abilities, and press the X button to change weapons. After changing weapons, you will return to the game screen.



ZERO DISPLAY

The Special Attacks learned and Special Weapons acquired are displayed. By pressing the Directional button, you can put the cursor on a Special Weapon to use it, and press the X button to change weapons.

MISSION REPORT SCREEN

When you complete a stage, Alia will give you the results of your performance, your current Hunter ranking and items acquired, etc.

MISSION REPORT

- ▶ **CLEAR TIME** – How long it took to complete the stage.
- ▶ **MAVERICKS DEFEATED** – Number of Reploids defeated.
- ▶ **DAMAGE RECEIVED** – Damage your character took.
- ▶ **TOTAL RANK** – Total grade for your performance.



DNA SELECT

This appears only when a boss character is defeated. You can create X's Special Weapons, Zero's Special Attacks and other Power-up Parts from the DNA Programs you acquire from boss characters. Each DNA Program has its level (1, 2 or 3) depending on the boss character's level. You can create different items depending on the level.

DNA LEVEL	ITEMS CREATED
Level 1	Special Weapon and Special Attack
Level 2	Special Weapon & Special Attack + Life Up – or – Special Weapon & Special Attack + Weapon Up
Level 3	Special Weapon & Special Attack + Power-up Part – or – Special Weapon & Special Attack + Weapon Up + Power-up Part

ITEMS ACQUIRED

The Armor file and weapons you acquired in the stage are displayed.

COMPLETED POWER-UP PARTS

When a completed Power-up Part is selected in the DNA Select area, it is displayed. The completed Power-up Part can be equipped in the Player Setup screen (page 8). Life Up and Energy Up parts are equipped automatically.

ITEMS

LIFE ENERGY

This is found in 3 sizes and restores your character's life in small, medium or complete amounts.



WEAPON ENERGY

This is found in 3 sizes and restores your character's weapon energy in small, medium or complete amounts.



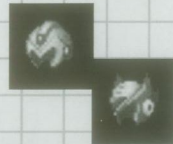
SUB-TANK

Life Sub-Tanks and Energy Sub-Tanks restore Life or Weapon Energy. You can store Energy Items in a Sub-Tank. The Sub-Tank itself is not lost when used.



1UP

Adds to your remaining characters, up to a total of 9 characters.



LIFE UP

Adds to your character's maximum life.



EX ITEM

If you get this item, the initial number of your characters increases from 3 to 5.



INJURED REPLOIDS

These are captured by the enemy Reploids. If you rescue them, you may get something good.



POWER-UP PARTS

- LIFE UP** – Your character's max life increases.
- ENERGY UP** – The max energy of your character's weapon increases.
- RAPID 5** – X only. X-Buster can shoot 5 bullets at a time.
- Z-SABER** – Zero only. Z-Saber's attack power increases.
- HIGH JUMP** – Your character can jump higher and longer.
- SPEED MOVE** – Your character's moving speed increases.

X'S ARMOR POWER-UPS

You can create armor by acquiring data files found in Light Capsules hidden somewhere in each stage. There are 3 types of armor: FORCE, FALCON and GAIA. To create each armor you must collect its 4 data files: HEAD, BODY, ARM and FOOT. Zero can acquire data files but cannot equip armor. You can equip armor in the Player Setup screen (page 8). Once your character's armor is equipped, you cannot change it until you complete or exit the stage. Each armor has different characteristics. Certain places and items can only be reached by wearing the correct armor. Learn the proper armor to use depending on the stage and situation.

FORCE ARMOR

Normal armor good for using Special Weapons. You must start the game as Mega Man X in order to use Force Armor. While wearing Force Armor:

- ▶ You can hover by pressing the Jump button while jumping. You will automatically fall after awhile, or you can manually fall by pressing the Jump button again.
- ▶ You can charge a Special Weapon by holding the Special Weapon button.

FALCON ARMOR

Light, with excellent mobility. While wearing Falcon Armor:

- ▶ You can fly by pressing the Jump button while jumping, and using the Directional button. You can use a Body Crush attack while flying, and also reach otherwise inaccessible places.
- ▶ You cannot charge a Special Weapon.

GAIA ARMOR

A heavy armor with enhanced armor plate. While wearing Gaia Armor:

- ▶ You cannot charge a Special Weapon.
- ▶ You won't take damage from thorn traps.
- ▶ You can push a special block by dashing toward it. You can also destroy a special block with a charge shot.



ZERO'S SPECIAL ATTACKS

Zero can learn Special Attacks from DNA Programs obtained from boss characters. You can view the Special Attack commands in the Weapon Select screen (page 13).

NOTE: The final big slash of Zero's Special Combos and Special Moves cannot be canceled.

SPECIAL COMBOS

- ▶ **DENJIN** – Directional button  + Jump button.
Zero jumps and makes an anti-air attack with thunder. This attack can destroy certain walls. If you hold the button longer, you can jump higher.
- ▶ **DANCHIEN** – (While jumping) Directional button + Jump button.
Zero makes a nosedive with magma energy on his Z-Saber. The energy explodes when Zero lands.
- ▶ **HISUISHO** – (While jumping) Dash button + Directional button
Zero makes a bodily crash surrounded by ice.

SPECIAL MOVES

- ▶ **SPIN AND SLASH** – When Zero is attacking, press the opposite Directional button to cancel the attack and attack on the opposite side. This is useful when Zero is surrounded by enemies.
- ▶ **CROUCHING CANCEL** – Press the Directional button  to cancel the attack and crouch.



BOSS CHARACTERS

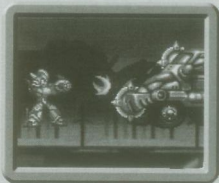


CRESCENT GRIZZLY

This opponent's greatest pleasure is fighting strong opponents. When he's not fighting, Crescent Grizzly keeps busy selling the weapons he has won. He can dig and move through the ground with his drill arm. This arm also fires the Crescent Shot, which shreds whatever it hits.

**MEGA MAN X – CRESCENT SHOT
ZERO – MIKAZUKIZAN**

A useful weapon which rapidly discharges bullets in 3 directions.



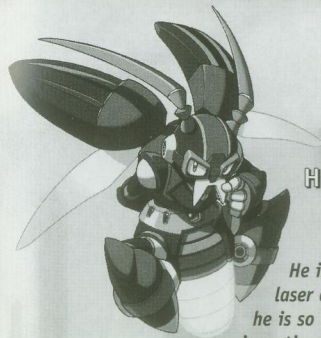
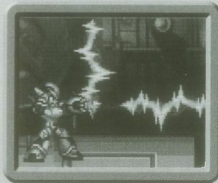
VOLT KRAKEN



Formerly a Replid Hunter, Volt Kraken resigned because he had doubts about his job. He then became a researcher and led a peaceful life far from fighting. His weapon Tri-Thunder, an enhanced version of his tentacles, is a super magnetic energy shot.

**MEGA MAN X – TRI-THUNDER
ZERO – DENJIN**

This weapon discharges an electrical shock in three directions, which transforms into an energy ball on contact.

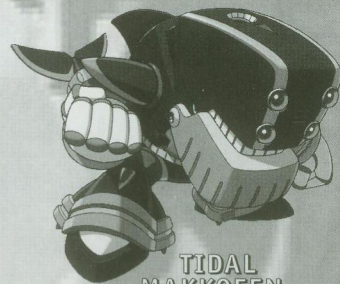
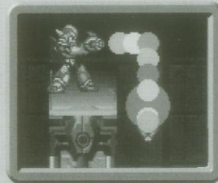


SHINING HOTARUNICUS

He is an authority in laser engineering. However, he is so afraid of his inventions being used as weapons that his experimental results hardly ever see the light of day. His weapon Will Laser is a firefly-shaped unit which can be remote-controlled to cover Hotarunicus' low mobility.

**MEGA MAN X – WILL LASER
ZERO – MESSENKO**

Remote-control this firefly-shaped unit to attack. While using the unit, your character cannot move.

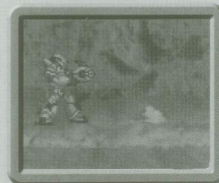


TIDAL MAKKOEEN

Tidal Makkoeen is the chief of the oceanographic museum and captain of the maritime security force. He can be reckless, and he's never free from quarrels with the Repli-Sea Force. His main weapon Gel Shaver slides on the ground as if shaving off slices of Earth.

**MEGA MAN X – GEL SHAVER
ZERO – HISUISHO**

As this weapon moves along the ground, it destroys enemies below.



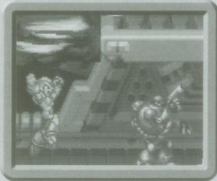


SPIRAL PEGACION

He is a young leader of the Repli-Air Force with a strong sense of justice. He sometimes makes mistakes due to his energetic fighting spirit. He respects the memory of Carnel, his chief who was killed in action. Wing Spiral, his main weapon, causes a strong tornado that instantly churns everything up into the air.

MEGA MAN X – WING SPIRAL ZERO – SHIPUU

Discharges a tornado that defeats enemies above.



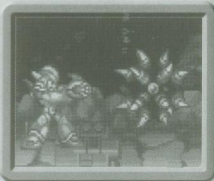
SPIKE ROSERED

Spike was born as a result of a rare mutation of a unit that controls nature in a jungle, a reploid and sigma virus. The process of the mutation has not been discovered, and the chance exists that his mysterious evolution will create a threat even more frightening than the sigma virus. Spike Rope is a powerful weapon that inflicts successive damage on opponents.



MEGA MAN X – SPIKE ROPE ZERO – SOGENMU

Though its range is short, its successive damage is effective against enemies with high endurance.

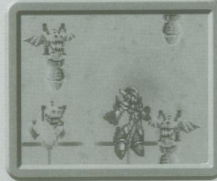


DARK NECROBAT

Dark Necrobat was created by Sigma three years ago, but he escaped from Sigma's control and has been in hiding since that time. Sigma thought Necrobat wouldn't be a serious fighting power and forgot about him. Dark Necrobat can use Dark Hold to stop time for a short while.

MEGA MAN X – DARK HOLD ZERO – DARK HOLD

Though able to halt enemies' movements for awhile, this weapon doesn't work against powerful enemies such as boss characters.



BURN DINOEX



A former member of the disaster countermeasure team, Burn Dinorex was in charge of Sanhouse Mountain, where he had a secret cache to hide weapons he created with magma energy. Grand Fire discharges incandescent flames that continue burning after reaching the ground.

MEGA MAN X – GRAND FIRE ZERO – DANCHIEN

Upon hitting the floor, this weapon explodes and continues burning for awhile. Use it as a trap.



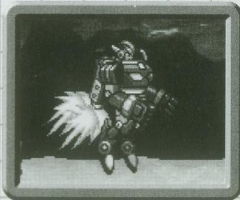
RIDE ARMOR/RIDE CHASER

In certain stages, your character can move on a Ride Armor or Ride Chaser.

RIDE ARMOR: RAIDEN

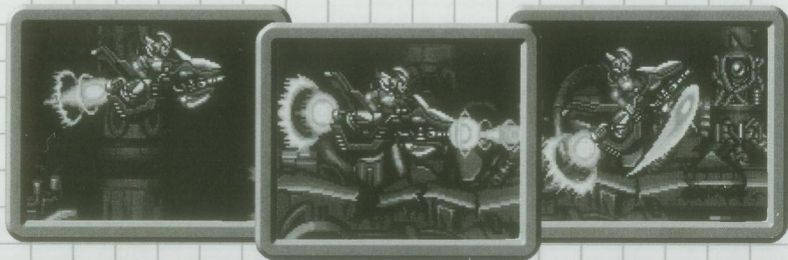
Move close to the Ride Armor to get on it. To dismount, press the Directional button (▲) + the Jump button (X button default).

While on the Ride Armor, press the Attack button (■ button default) to punch. By repeatedly pressing the Attack button with the correct timing, you can perform a combo. Hold the Attack button briefly and then release it to perform a more powerful attack. While your character is on the Ride Armor, it takes damage instead of your character. After taking a certain amount of damage, the Ride Armor breaks.



RIDE CHASER

While on a Ride Chaser, you can move with the Directional button (◀/▶), jump with the Jump button (X button default), shoot with the Attack button (■ button default) and perform a wheelie attack with the Dash button (● button default). Your character can take damage while on Ride Chaser.



STRATEGY TIPS

USE PROPER CHARACTER AND ARMOR!

You can change characters and armor for each stage. It is important to use the proper character and armor according to the stage. Life Up items increase your character's max life. Make sure to get them with both Mega Man X and Zero.



FIND OUT ENEMIES' WEAKNESS!

Each enemy is vulnerable to a certain Special Weapon. You will have a tough time, especially when fighting a boss character, if you don't use the correct Special Weapon. It is recommended that you defeat the boss characters who are hardest for you while their level is low.

CUSTOMIZE WITH POWER-UP PARTS!

When you defeat a high-level boss character, you earn a power-up part. These power-up parts need to be equipped in the Player Setup screen (page 8) to take effect. You can equip multiple power-up parts, so try various combinations depending on the situation.

CAN'T BEAT THE GAME!? TRY THIS.

- ▶ Set the GAME LEVEL to EASY and the GAME SPEED to SLOW in Option mode to make your game easier.
- ▶ Are you using a sub-tank? Make sure to have it full before fighting a boss character.
- ▶ Don't hesitate to use Giga Attack in a pinch.
- ▶ Use auto-charge + rapid fire to make Mega Man X's control easier.



TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 08/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 08/31/01.

© CAPCOM CO., LTD. 2001. © CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM
www.capcom.com

NAME

ADDRESS

CITY

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: www.capcom.com

STATE

ZIP CODE

MEGA MAN X5

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson, Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation® CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

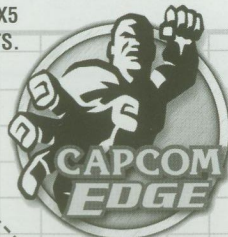
CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

MEGA MAN X5
20 PTS.



MEGA MAN X5
20 PTS.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



MEGA MAN X5



MEGA MAN X5

20 PTS.

MEGA MAN X5

20 PTS.



TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY!

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. ALL RIGHTS RESERVED.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C

